

Figure 1

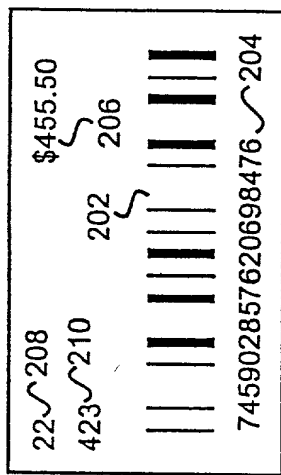


Figure 2

200

Protocol Notes:
 Steps 1, 2, 3: GDAP, SDS, and others (based on Game config)
 Step 3: SAS
 Game to Sentinel/Sentinel to Game = native Game protocol.
 Sentinel to System process:
 a. Sentinel to DPU (GDAP)
 b. DPU to Poller (GDAP)
 c. Poller to System/Database (OASIS - GDAP)

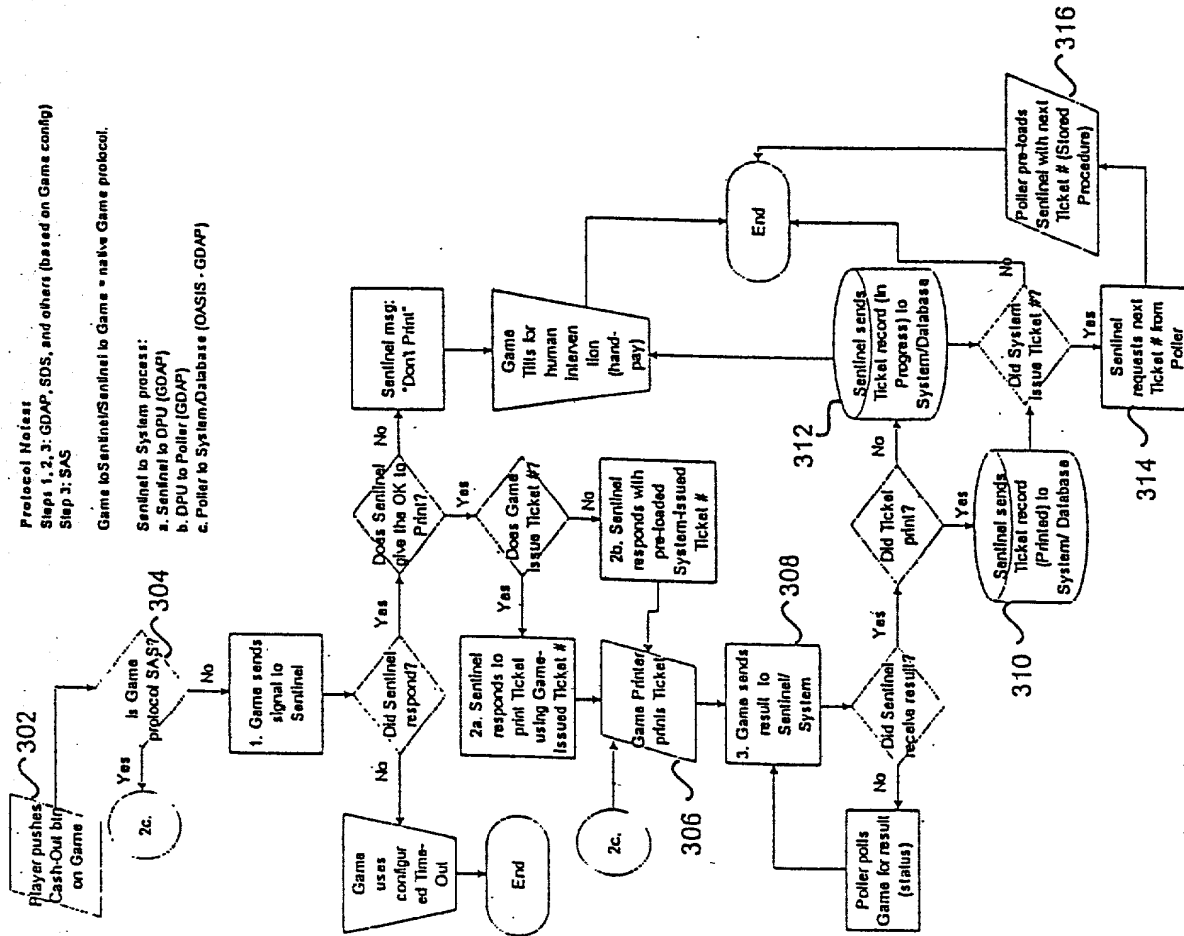
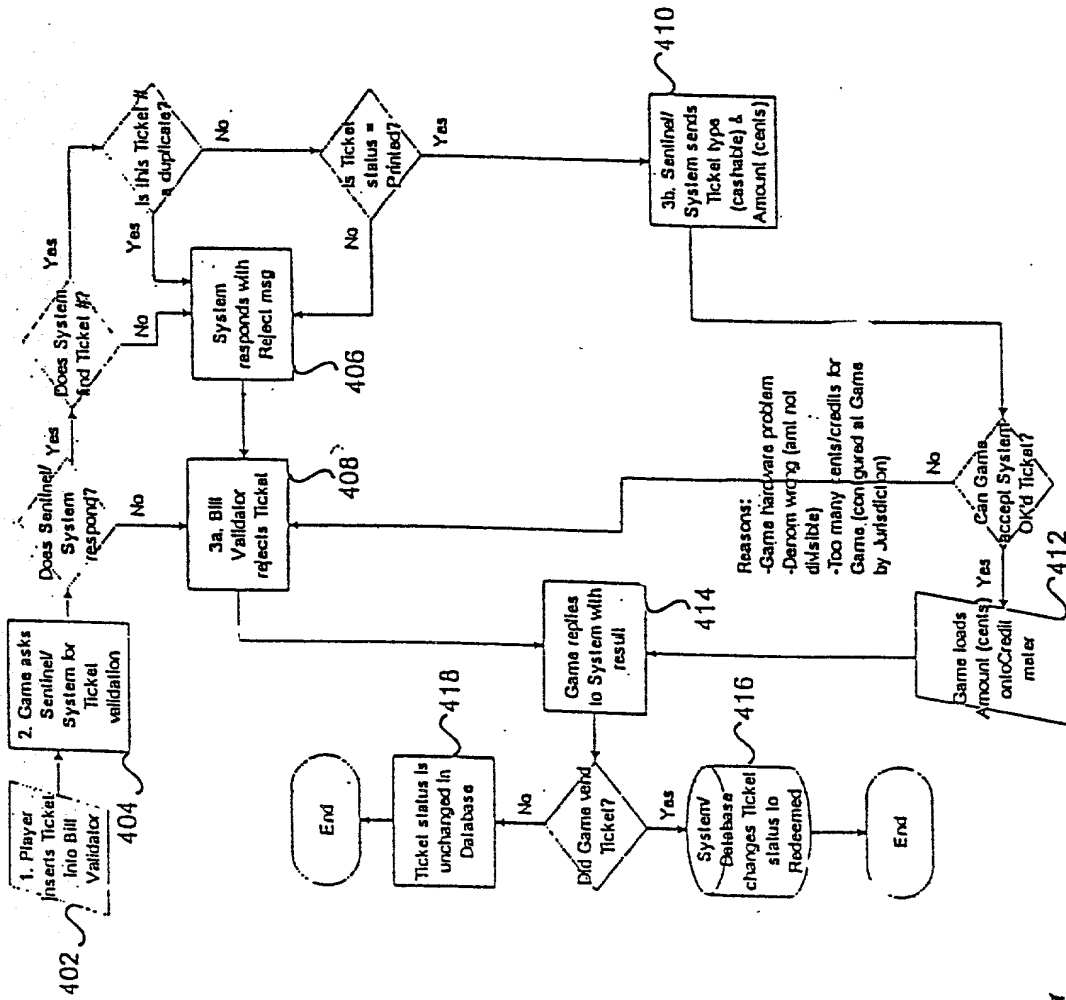


Figure 3



Protocol notes:

Game to Sentinel/Sentinel to Game = native Game protocol

Sentinel to DPU = GDAP

DPU to Poller = GDAP

Poller to OASIS System = OASIS

Figure 4

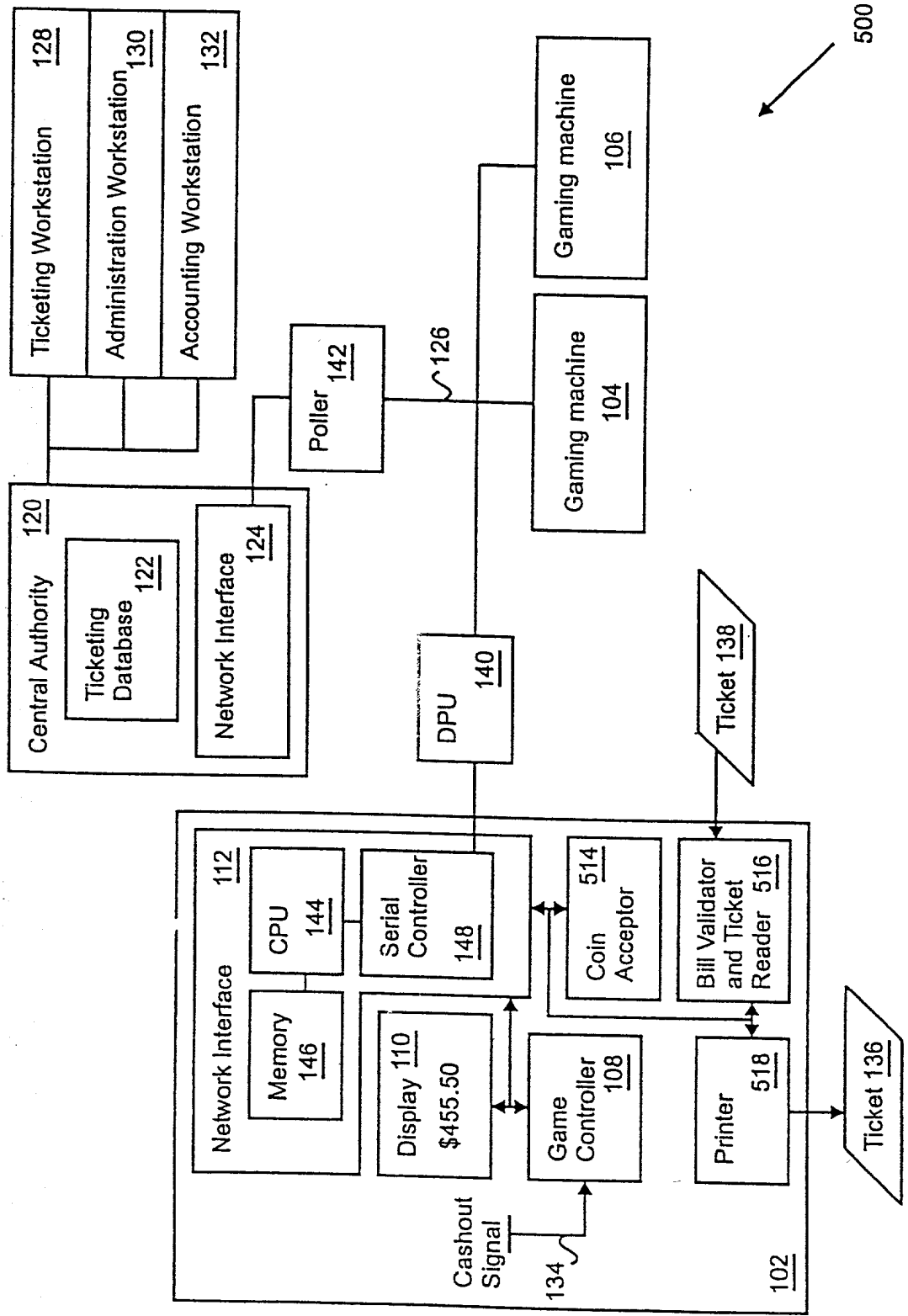


Figure 5